

Scenario 099 - To the Rescue!!

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"Neek!... this is-is stupid..." Greyfur shook his head in despair. Going out to rescue one of their warbands was a plain waste time. Enough Skaven could step in that one's place...

The two clubbers, who accompanied the Skaven marksman, looked worried. The whole band was going on, of all things, a rescue mission. But worrying was over; as the scouts gave signal they reached the capturer's camp.

Suddenly Oldclaw appeared from out the shadows. Greyfur almost lost control of his glands; this was no time to show fear. "Be careful what you-you shoot at. If you hit Ektrikky, we-we will lose our only member who knows where the-the warpstone is buried..."

After Greyfur found back his control, he climbed to the second floor of the building; he needed a good position to shoot his warlocks. To the rescue then, he thought.

Sometimes there is a possibility someone of the warband is captured, or robbed. And it is just the nature of things that you want to get the things back you lost. Or retrieve that comrade... who knows where the money is hidden.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'. In the centre of the table there should be a building, or something similar that could be used for a camp.

The objective of the scenario is the rescue of the character or goods that are kept there. Place a treasure chest, or character next to one of the defender's heroes, or 2 of the defender's henchmen.

Warbands

The warband which captured the stuff, or hero, automatically is the defender. They deploy within 6" of the central terrain feature, their camp. The defender may deploy up to 3 guards, which may try to spot the rescuers. Rescuers deploy 6" from any edge they want.

Special Rules

Attempt Detection: First round the defender may roll a D6 per guard and on a 4+ the rescuers are detected and the guards may shoot, next turn the defender's warband may act. No detection requires that the defenders must repeat this action on their next turn; in other words, the defenders may not act until the rescuers are spotted.

Automatic Detection: If the rescuers come within charge distance of any enemy model they are automatically detected.

Removing the Objective: The defenders may move the objective off the table, as soon as they detect the rescuers. This may only be done at the normal move (no marching/running, or using speed skills).

Prisoner Escape: If the objective is a character and at anytime is left without sufficient guards in Base to Base contact, he will escape and is allowed to make a full running move in his next movement phase (2*M). Even if he is within 8" of an enemy model.

Killing the Prisoner: If more then 50% of the defender's warband are Knock Down, Stunned or Out Of Action, the defenders may try to take the prisoner Out Of Action. The prisoner may defend like being unarmed.

Objective Ownership: The winner is allowed to do with the objective what he wants; take back ownership and use it, or sell it, or even offer it as Sacrifice.

Starting the Game

The rescuer/attacker has the first turn.

Ending the Game

If at any point the rescuers reach their objective, with 2 characters, they win the scenario. All equipment and an eventual hero is returned. If a warband fails his rout test it has lost the scenario. If the defenders route, they automatically loose the objective. If the rescuers route al was for nothing and no further rescue may be attempted for that objective.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 extra experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

+1 for reaching the objective. If a Hero or Henchman group arrives at the objective, they gain +1 Experience.